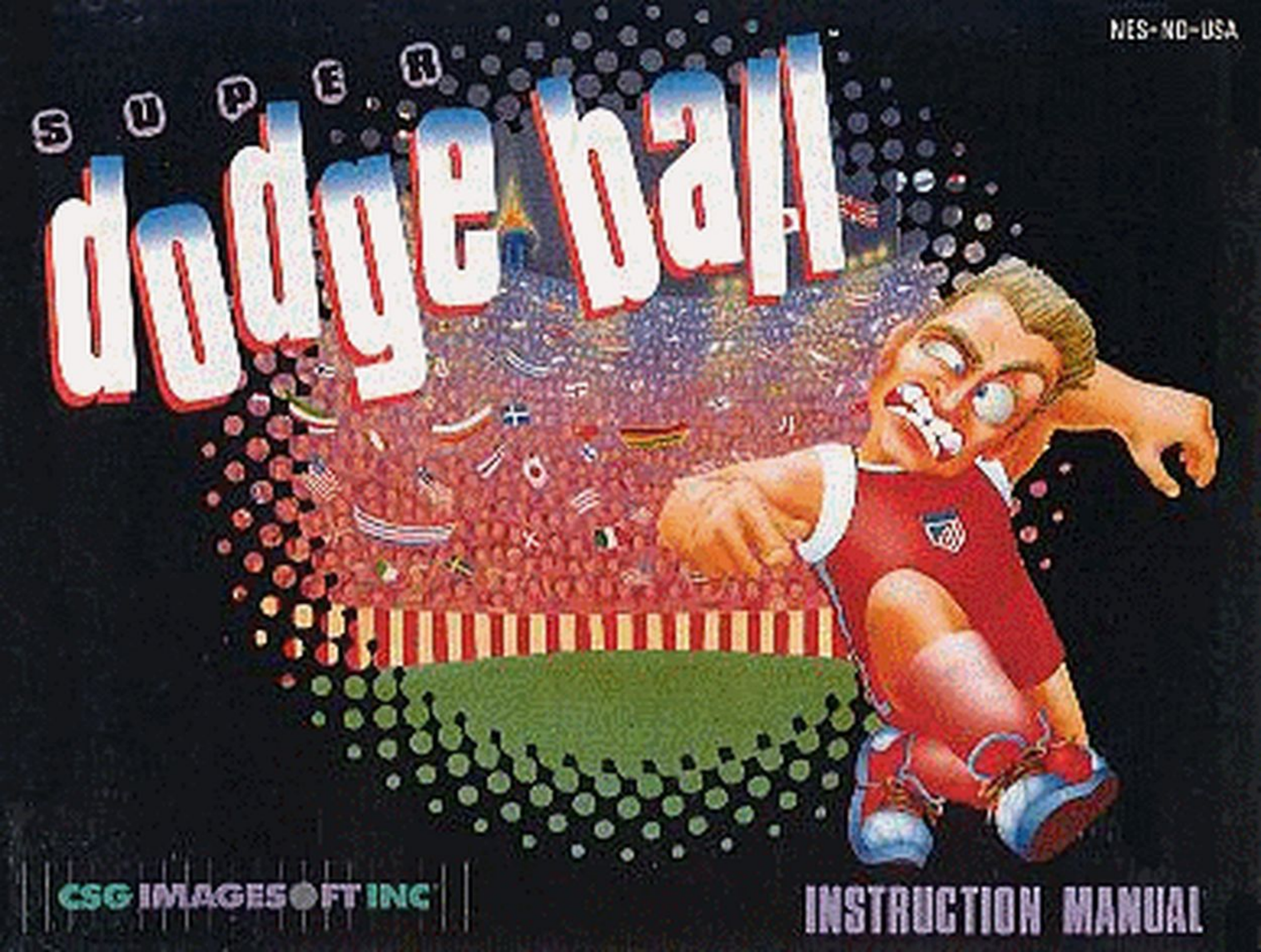
NES-ND-USA

SUPER dodge ball



CSG IMAGESOFT INC

INSTRUCTION MANUAL

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Game Pak (NES-GF)

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Thank you for selecting CSG IMAGESOFT INC. Super Dodge Ball Game Pak.
Please read the instruction booklet to ensure proper handling of your new game.

Precautions

1. This is a high precision game. It should not be stored in places of extreme cold or hot temperatures. Never hit it or drop it. Do not take it apart.
2. Avoid touching the connectors, and avoid getting them wet or dirty.
3. Do not clean with paint thinner, benzene, alcohol or any other solvents.

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The Story of Super Dodge Ball

The newly formed U.S. Dodgeball Team must face a highly experienced group of teams from around the world in order to gain the title of World Cup Champions. The greatest opponent is the powerful Soviet Team who has dominated the sport for the last decade. The U.S. Team must pull together to meet the challenge to become the best in the world !

The Players of Team U.S.A.

Name: Sam Powers
Sam is the Team Captain and the backbone of the team. He's awesome!

Name: John Stone
John can take a lot of punishment. This man is a real rock.

Name: Mike Knopfler
Mike will catch anything. He is the best receiver on the team.

Name: Randy Sting
Randy may have the baddest breaking ball in the world.

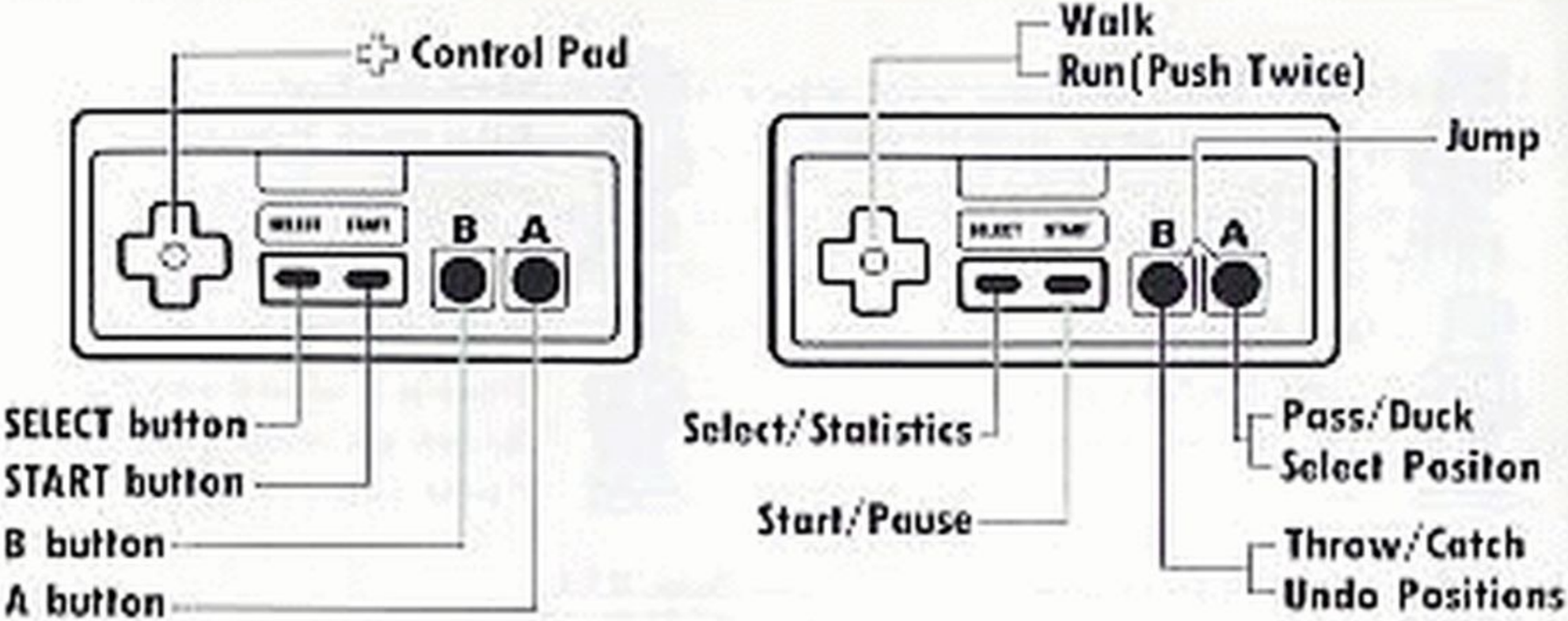
Name: Bill Flash
Bill is quick, light-footed and nimble. He's the quickest man on the team.

Name: Steve Sato
Steve is a wizard with the ball. He has got some awesome Power Shots.

Team U.S.A.

	Sam	John	Mike	Randy	Bill	Steve
Energy	**40**	28	28	32	32	36
Throw Power	**12**	7	7	8	8	9
Throw Tech.	9	7	7	9	7	**12**
Ball Break	7	9	9	**12**	9	8
Agility	7	8	9	8	**12**	7
Catch Tech.	8	9	**12**	7	8	7
Damage Cap.	7	**12**	8	7	7	7

How to Use the Controller



	✣ Button	A button	B button	A+B
offense	**walk/run***	**pass**	**throw**	**jump**
defense	**walk/run***	**duck**	**catch**	**jump**

Note: You may only move one player at one time. The movable player will be marked by a "1" (Player 1), "2" (Player 2), or "C" (Computer).

*Push the Control Pad twice.

The Game Modes

START Button

After the Introductory Screen appears, press the START Button and the Game Mode Screen will appear.

The Game Mode and Skill Selection allows you to choose between three types of game modes and three different skill levels. Use the Control Pad to make your choices, then press START to go on to the next screen.

World Cup Play-allows you to play against world class opponents provided by the computer.

Versus Play-allows you to play against another friend.

Bean Ball-is a practice game between your own teammates; up to two people can play. There are no rules, you just throw the ball at each other.

Mode Selection ▶ World Cup Play (1 Player vs Computer)
Versus Play (1 Player vs 2nd Player)
Bean Ball (1 or 2 Players)

Skill Selection ▼ Easy Normal Difficult

World Cup Play START Button

Versus Play START Button

Bean Ball START Button

START Button

The Pre-Game screen shows who your next opponent will be. During this screen, you can press the SELECT Button to see your own team's statistics, press once more to see your opponents. Press it a third time to return to the Pre-Game screen.

SELECT = STATISTICS

The Change Position Screen allows you to select your own players. If you choose to change the line-up, use the Control Pad and the A Button to choose the players. The first three players selected will be on the inner court, and the last three chosen will be on the outer court. If you would like to change what you have selected, use the Control Pad and the B Button to erase the choices. Press the A Button to begin the game.

Change Positions?

▶ No
Yes

A Button
or
START Button

Begin Game

If No:
Press START to begin.

If Yes:
Use ✣ and Press A Button to Select
Use ✣ and Press B Button to Unselect
Press A Button to begin

START Button

Team Selection allows two people playing against each other to select the team of their choice. Just use the Control Pad to select one of the nine teams and press START to go on to the next screen.

Team Selection

The Change Position Screen allows you to select your own players. If you choose to change the line-up, use the Control Pad and the A Button to choose the players. The first three players selected will be on the inner court, and the last three chosen will be on the outer court. If you would like to change what you have selected, use the Control Pad and the B Button to erase the choices. Press the A Button to begin the game.

Change Position?

▶ No
Yes

A Button
or
START Button

Begin Game

If No:
Press START to begin.

If Yes:
Use ✣ and Press A Button to Select
Use ✣ and Press B Button to Unselect
Press A Button to Begin

START Button

The # of Players Screen allows you to choose how many players you want to play the game with. Up to two players can play. To select, use the Control Pad and then press START to move to the next screen.

# of Players

▷1 Player
2 Player

START Button

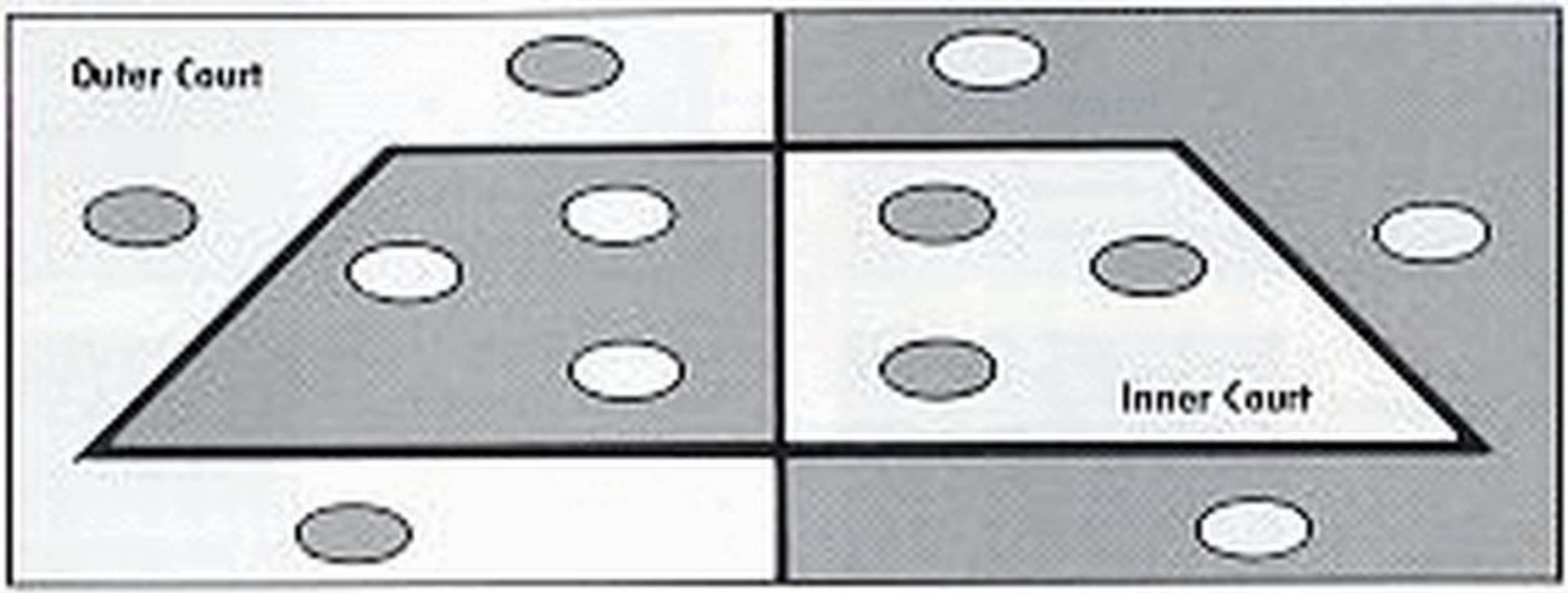
Select Players Screen allows you to choose from six players, which player you want to play as. To select, use the Control Pad and press START to begin the game.

Select Players

▷Sam	Randy
John	Bill
Mike	Steve

Begin Game

The object of the game is to throw the ball at your opponents on the inner court, and knock them out of the game. Each team has six players, 3 on the inner court and three on the outer court. (Bean Ball is played on an open court.)

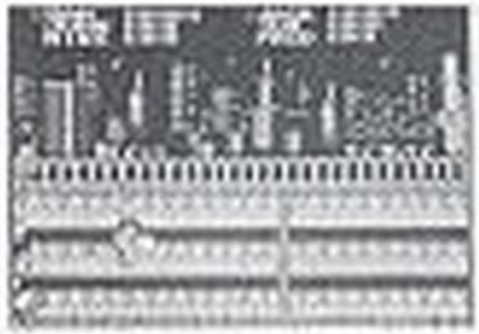


How to Play

Basic Movements

Walking
Press Control Pad in direction of movement.

Running
Press the Control Pad twice in the direction of movement.



Jumping
Press A and B together.

Throwing

Throwing
Face in the direction of the throw and press B.

Running Throw
Press the Control Pad twice and press B to throw at will.

Running Jump Throw
Press the Control Pad twice and press A and B together then press B.

Catching

Catching

Face the direction of the ball and press B as the ball approaches.

Jumping Catch (Interception)

Face the direction of the ball and jump up (A+B) and catch it (B).

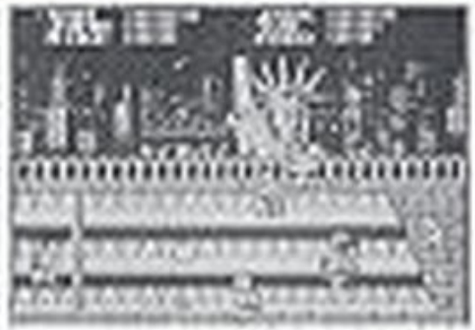
Picking Up the Ball

Go up to the ball and press A or B.

Passing

Passing

Select and face the direction of the pass and press A.



Jumping Pass

Face the direction of the pass and press A and B together then press B.

Evasive Movements

Ducking
(Defense Only)
Press A.

Jumping
Press A and B together.

About the Opponents

Pro All-Stars - Team U.S.A.'s first opponent. The winner here will represent the United States in the World Cup. The Pro All-Stars are a gung-ho team with a lot of fancy throwing, but are a little weak on defense.

India - Team India is extremely quick and hard to catch. They have great defensive power and can take a great deal of punishment without losing energy.

England - Team England is a high energy team with excellent technical ability. They are consistent in making clutch throws and will be a definite threat to the American team.

Iceland - Team Iceland is a strong team with big players. They have a lot of strong throwers with high offensive power.

About the Opponents

China-Team China is very quick with consistent throwing ability. They are also defense oriented and are excellent receivers.

Japan-Team Japan is a powerful all-around team. Though this team tends to rely on their best player, they are all exellent players in all aspects of play.

Kenya-Team Kenya is a strong and powerful team. They are powerful throwers as well as good receivers. They are a well balanced team.

USSR-Team USSR is truely awesome. They are an all-around team with exceptional players. This team has no weakness to speak of.

About The "Power" Shots

"Power" Shots are super throws that have a special destructive power. There are all kinds of unique "Power" Shots, and most players have a "Power" Shot or two hidden under their sleeve. The "Power" Shot doesn't happen all the time, it requires a "special timing" for its occurrence.

The Blaster- Sam (Team U.S.A.)
This throw is fast, powerful and destructive. It flies straight toward its intended target.

The Upper Cut- Jack (Pro All-Stars)
This throw flies straight at the target and as it hits the opponent, rises straight up into the air, taking the opponent with it.

The Wave- James (Team England)
This throw moves in a wave-like motion and slams the opponent to the ground.

The Stinger- Rajiv (Team India)
This throw buzzes around and follows the opponent until it gives him a sting.

About The "Power" Shots

The Warp- Helgi(Team Iceland)
This throw disappears in mid-air and suddenly reappears in front of the opponent.
The Breaker- Wang (Team China)
This throw appears to fly straight, only to suddenly change direction, and slam into an unsuspecting opponent.
The Boomerang- Yemi(Team Kenya)
This throw flies straight over and past the opponent and then suddenly returns to slam an unsuspecting opponent.
The Compressor- Fuji (Team Japan)
This throw is so fast that the ball becomes compressed into a small sphere only to expand when it hits the opponent.
The Accelerator- Boris (Team USSR)
This throw gets faster and faster as it approaches the opponent.
The Spear- Other Players
This throw is an extremely powerful throw which does not stop even after it hits an opponent.

The Psycho- Other Players
This throw has such a spin on it that the ball appears to split up into many balls.
The Lightning- Other Players
This throw shoots straight up into the air and suddenly strikes the opponent from the sky.
The Sidewinder- Other Players
This throw winds through the air making it difficult for the opponent to judge the ball.

Statistics

ENERGY - Total physical energy. Stamina.

THROW POWER - Total offensive power. It represents the level of damage that can be inflicted on your opponents.

THROW TECHNIQUE - The ability to make good throws.

BALL BREAK - Amount of curve on a ball.

AGILITY - The quickness of movement in a player.

CATCH TECHNIQUE - The ability to make good catches.

DAMAGE CAPACITY - Total defensive power. It represents the level of damage that can be received before there is a loss of ENERGY.

Pro All-Stars

	Jack	Tom	Fred	Ben	Paul	David
Energy	**36**	28	24	20	16	24
Throw Power	**12**	8	7	6	5	7
Throw Tech.	6	**10**	4	3	5	6
Ball Break	8	10	11	11	11	**15**
Agility	5	5	**12**	8	7	7
Catch Tech.	6	5	6	**11**	7	4
Damage Cap.	7	7	6	8	**13**	7

India

	Rajiv	Swami	Bala	Kumar	Zal	Akbar
Energy	**20**	16	16	16	16	16
Throw Power	**9**	6	6	6	6	6
Throw Tech.	7	7	7	7	7	**10**
Ball Break	10	10	10	10	**13**	10
Agility	11	11	**14**	11	11	11
Catch Tech.	5	5	5	**8**	5	5
Damage Cap.	13	**16**	13	13	13	13

England

	James	Scott	Harry	Roger	Peter	Gill
Energy	**48**	36	44	40	36	40
Throw Power	**11**	6	8	7	6	7
Throw Tech.	12	10	**15**	12	10	10
Ball Break	4	6	5	**9**	6	6
Agility	4	6	4	5	5	**9**
Catch Tech.	6	**10**	5	5	7	6
Damage Cap.	4	5	4	4	**9**	4

Iceland

	Helgi	Knut	Hans	Bjorn	Nils	Gisl
Energy	**64**	52	56	52	44	48
Throw Power	**14**	9	10	9	7	8
Throw Tech.	9	9	**15**	7	8	6
Ball Break	3	**10**	5	6	6	6
Agility	3	5	3	**10**	5	6
Catch Tech.	7	5	6	7	8	**12**
Damage Cap.	8	8	8	7	**14**	9

Statistics

China

	Wang	Hsieh	Li	Chou	Mao	Tsai
Energy	**40**	36	36	36	36	36
Throw Power	**11**	8	8	8	8	8
Throw Tech.	10	10	10	10	**13**	10
Ball Break	7	7	7	7	7	**10**
Agility	10	**13**	10	10	10	10
Catch Tech.	13	13	**16**	13	13	13
Damage Cap.	6	6	6	**9**	6	6

Japan

	Fuji	Sato	Honda	Aoki	Oda	Hino
Energy	**56**	36	40	44	44	48
Throw Power	**16**	9	10	11	11	12
Throw Tech.	8	7	5	6	8	**12**
Ball Break	7	10	10	10	**14**	9
Agility	4	6	7	**11**	6	6
Catch Tech.	10	11	**15**	10	8	9
Damage Cap.	8	**14**	9	7	8	8

Kenya

	Yoni	Obo	Tobo	Evo	Bwogi	Nowa
Energy	**44**	36	32	40	32	36
Throw Power	**13**	9	8	10	8	9
Throw Tech.	9	9	7	**12**	7	7
Ball Break	5	**10**	7	6	7	7
Agility	11	12	12	11	13	**16**
Catch Tech.	9	8	13	8	**13**	9
Damage Cap.	9	9	**14**	9	10	9

USSR

	Boris	Ivan	Pavel	Igor	Vlad	Yakov
Energy	**60**	56	56	56	56	56
Throw Power	**15**	12	12	12	12	12
Throw Tech.	8	8	**11**	8	8	8
Ball Break	8	8	8	8	**11**	8
Agility	7	7	7	**10**	7	7
Catch Tech.	11	**14**	11	11	11	11
Damage Cap.	10	10	10	11	10	**13**

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

Printed in Japan

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